AMENDMENTS TO THE CLAIMS

2-5 and 7-13 cancelled.

14. (New) In a cinematographic system for creation of a film and/or video production, wherein puppet action figures are controlled by rods manipulated by puppeteers on a virtual production set, the improvement comprising:

a virtual production set, including a key-colored background screen, a stage, and at least one action puppet character manipulated by puppeteers on said virtual production set;

said action puppet character being positioned on a support structure, said support structure being arranged to provide a desired vertical location on said key-colored background screen for said action puppet character, and including the use of diffused lighting in said support structure to eliminate shadows on said virtual production set;

at least two (2) cameras, each of said cameras being positioned relative to an action puppet character to record, in real-time, at least two action images of said puppet character, or two different puppet characters on said virtual production set, each of said images being taken at the same time from a different camera angle;

means for simultaneously compositing each of said real-time images from each of said cameras with a virtual image or a digitally created backplate; and

means for simultaneously compositing each of said composited images in a multiple composite image, said composite images being integrated by separate compositing modules, so that each composited

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image appears within an allocated portion of a given image frame, and each allocated portion of said image frame being adjusted relative to one another to create depth and/or perspective of one composited image relative to the other, said allocated portion of said image frame being adjusted relative to one another to create interaction and/or complimentary action of one puppet character, or puppet character image, from one composited image with another puppet character, or puppet character image, from another composited image with a given image frame.

Claim 15. (New) In a method for the production of an action cinematographic composition wherein action figures, which are included in the production, are puppets controlled by rods which are manipulated by puppeteers on a virtual production set, the improvement comprising:

   providing a virtual production set, including a key-colored background screen, a stage and at least one action puppet character manipulated by puppeteers on said virtual production set;

   providing at least two (2) cameras, each of said cameras being positioned relative to an action puppet character to record, in real-time, at least two images of said puppet character, or two different puppet characters, on said virtual production set, each of said images being taken at the same time from a different camera angle;

   positioning said action puppet character on a support structure in front of said key-color background screen to provide a desired vertical location for said action puppet character on said key-color background screen;

providing diffused lighting in said support structure in order to eliminate shadows on said virtual production set;

simultaneously recording said action image or image sequence of said puppet character or characters with each of said cameras,

simultaneously compositing each recorded image with a virtual or a digitally created image; and

simultaneously compositing each of said composited images with one another in a multiple composite image, wherein said compositing step comprises integrating each of said composite images from a separate compositing module, so that each composited image appears within an allocated portion of a given image frame, and each allocated portion of said image frame is adjusted relative to one another to adjust the depth and/or perspective of one composited image relative to the other, and allocating a portion of said image frame relative to one another portion of said image frame so as to create interaction and/or complimentary action of one puppet character, or puppet character image, from one composited image with another puppet character or puppet character image from another composited image with a given image frame.